

## bassio logan community plan update

## Noise Element

## Goals and Policies

## **COMMUNITY OPEN HOUSE**

January 30, 2010

**Comments Worksheet** 

	1
(TOA	15

- Minimize exposure of commercial and industrial noise to residential and other noise-sensitive land uses.
- Reduce excessive truck and other motor vehicle traffic noise level that impact noise-sensitive land uses, including residential.
- Reduce excessive rail noise near residential and other noise-sensitive land uses.

The goals for the Noise Element reflect the community's input. (circle one)					
5	4	3	2	1	
Agree		Somewhat Agree		Disagree	
Please share any cor	mments:				

9.1 Policies				
adjacent to resid industrial uses.	ential developmen	nixed-use, residential adjacen nt areas that will help to redu nin the Barrio Logan commu	ce the effect of no	oise from commercial and
noise level requir	rements prior to p	roject approval. This should se levels and existing and fut	be applied to all	
The above Noise p	olicies reflect th	ne community's input. (c	ircle one)	
5	4	3	2	1
Agree		Somewhat Agree		Disagree
Please share any con	nments:			
<ul><li>9.2 Policies</li><li>Work with the O</li></ul>	California Departn	nent of Transportation and a	ffected property (	owners to place berms or

• Ensure that outdoor usable open space areas for new development projects are adequately shielded from vehicle-related noise sources.

The above Noise policies reflect the community's input. (circle one)

5 4 3 2 1
Agree Somewhat Agree Disagree

Please share any comments:

NOISE 2

.3 Policies				
System (MTS), C install feasible no	California High-S ise attenuation fe	tion of Governments (SANI Speed Rail Authority, and pas eatures that will minimize in trio Logan community inclu	ssenger and freigh pacts to adjacent	t rail operators to
o Rail and whee means.	l maintenance gr	rade separation along existing	g and future rail co	orridors, and other
o Establish train	horn "quiet zon	es" consistent with the feder	al regulations, wh	ere applicable.
ne above Noise po	olicies reflect th	he community's input. (	circle one)	
he above Noise po <b>5</b> Agree	olicies reflect th	he community's input. (o  3  Somewhat Agree	circle one) 2	<b>1</b> Disagree
5 Agree	4	3		•
5	4	3		•
5 Agree	4	3		•
5 Agree	4	3		•

3

NOISE

Additional Comments:	

NOISE 4